

FIG. 1

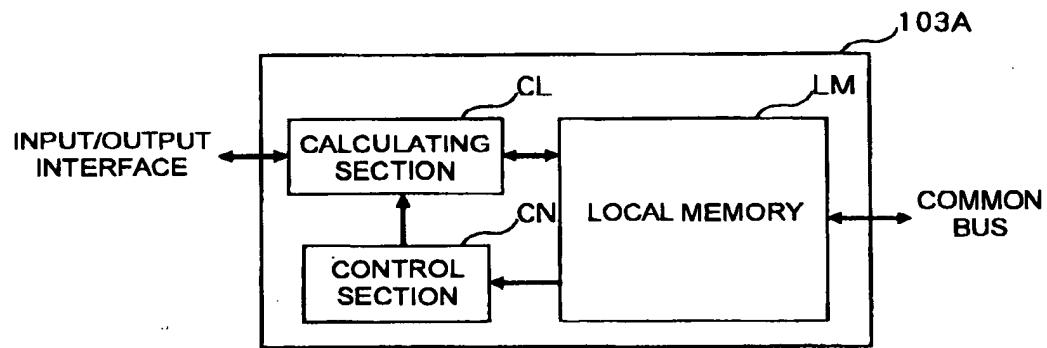


FIG. 2

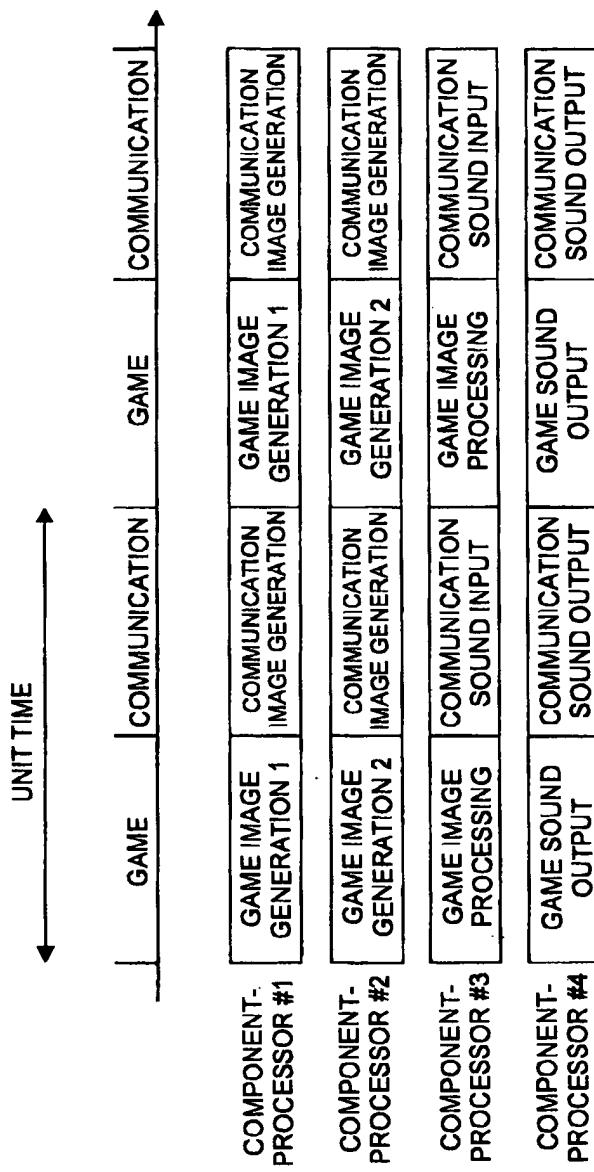


FIG. 3

COMPONENT- PROCESSOR #1	GAME IMAGE GENERATION 1	COMMUNICATION IMAGE GENERATION	GAME IMAGE GENERATION 1	COMMUNICATION IMAGE GENERATION
COMPONENT- PROCESSOR #2	GAME IMAGE GENERATION 2		GAME IMAGE GENERATION 2	COMMUNICATION IMAGE PROCESSING
COMPONENT- PROCESSOR #3	GAME IMAGE PROCESSING	COMMUNICATION SOUND INPUT	GAME IMAGE PROCESSING	COMMUNICATION SOUND INPUT
COMPONENT- PROCESSOR #4	GAME SOUND OUTPUT	COMMUNICATION SOUND OUTPUT	GAME SOUND OUTPUT	COMMUNICATION SOUND OUTPUT

FIG. 4

COMPONENT- PROCESSOR #1	GAME IMAGE GENERATION 1	GAME IMAGE GENERATION 2	GAME IMAGE GENERATION 1	GAME IMAGE GENERATION 2
COMPONENT- PROCESSOR #2	COMMUNICATION IMAGE GENERATION	COMMUNICATION IMAGE PROCESSING	COMMUNICATION IMAGE GENERATION	COMMUNICATION IMAGE PROCESSING
COMPONENT- PROCESSOR #3	GAME IMAGE PROCESSING	GAME SOUND OUTPUT	GAME IMAGE PROCESSING	GAME SOUND OUTPUT
COMPONENT- PROCESSOR #4	COMMUNICATION SOUND INPUT	COMMUNICATION SOUND OUTPUT	COMMUNICATION SOUND INPUT	COMMUNICATION SOUND OUTPUT

FIG. 5

COMPONENT- PROCESSOR #1	GAME IMAGE GENERATION 1	GAME IMAGE GENERATION 2	GAME IMAGE GENERATION 1	GAME IMAGE GENERATION 2
COMPONENT- PROCESSOR #2	COMMUNICATION IMAGE GENERATION	COMMUNICATION IMAGE PROCESSING	COMMUNICATION IMAGE GENERATION	COMMUNICATION IMAGE PROCESSING
COMPONENT- PROCESSOR #3	GAME IMAGE PROCESSING	GAME SOUND OUTPUT	GAME IMAGE PROCESSING	GAME SOUND OUTPUT
COMPONENT- PROCESSOR #4	COMMUNICATION SOUND INPUT	COMMUNICATION SOUND OUTPUT	COMMUNICATION SOUND INPUT	COMMUNICATION SOUND OUTPUT

FIG. 6

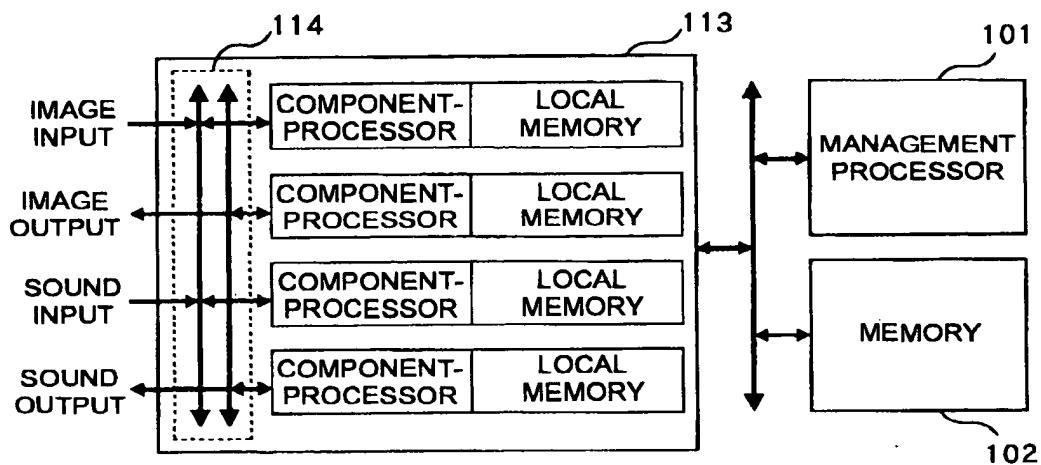


FIG. 7

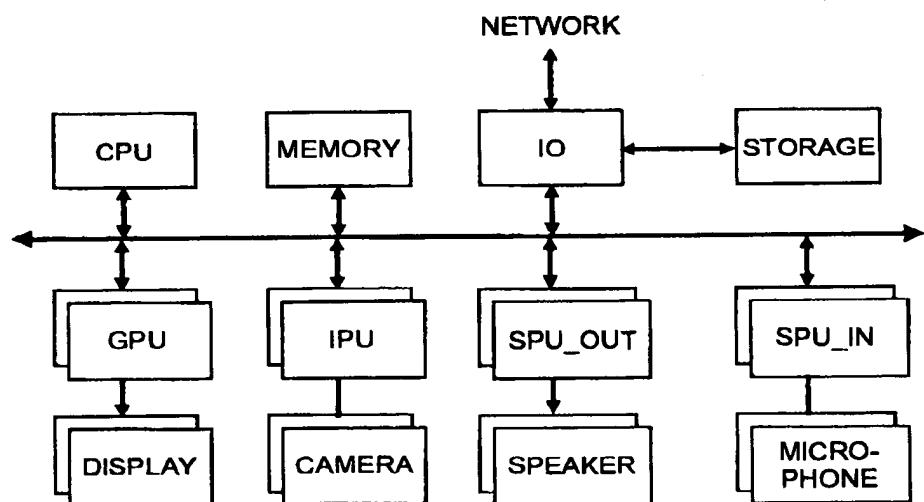


FIG. 8